Kari
CHARACTER NAME

Wayfarer
BACKGROUND

Tiefling
SPECIES

Warlock
CLASS

Great Old One
SUBCLASS

4
LEVEL
XP

ARMOR CLASS
15
SHIELD

HIT POINTS
CURRENT
TEMP
28
MAX

HIT DICE
SPENT
3d8
MAX

DEATH SAVES
SUCCESSES
FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+2

STRENGTH
-1 MODIFIER
8 SCORE
-1 Saving Throw
-1 Athletics

DEXTERITY
+2 MODIFIER
14 SCORE
2 Saving Throw
2 Acrobatics
2 Sleight of Hand
*4 Stealth

CONSTITUTION
+2 MODIFIER
14 SCORE
2 Saving Throw

HEROIC INSPIRATION

INTELLIGENCE
-1 MODIFIER
9 SCORE
-1 Saving Throw
-1 Arcana
-1 History
-1 Investigation
-1 Nature
*1 Religion

WISDOM
+2 MODIFIER
14 SCORE
*4 Saving Throw
2 Animal Handling
*4 Insight
2 Medicine
2 Perception
2 Survival

CHARISMA
+3 MODIFIER
16 SCORE
*5 Saving Throw
*5 Deception
3 Intimidation
3 Performance
3 Persuasion

INITIATIVE
+2

SPEED
30

SIZE
5'9"

PASSIVE PERCEPTION
12

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Thaumaturgy			
Prestidigitation			
Eldritch Blast	+2	1d10	120 ft away
Poison Spray	+2	1d12	30 ft (Tiefling)
Resistance			(M.I. Cleric)
Starry wisp	+2	1d8	(M.I. Druid) 60 ft away

CLASS FEATURES

Warlock stuff:
- Psychic Spells
- Awakened Mind
-Magical Cunning

Extra Cantrips
(not enough room up top):
- Toll the Dead

Pacts/Eldritch Invocations:
- Pact of the blade (quarter staff - 1d6+3 psychic dmg, +2 to hit)
- Otherworldly Leap (jump cantrip without spell slot)
- Lessons of the First One (Magic Initiate)

Agonizing blast
Repelling blast

SPECIES TRAITS

- Dark vision 60 feet
- Abyssal Legacy (

FEATS

- Lucky
- Magic Initiate
-Polearm Master

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◇ Light ◇ Medium ◇ Heavy ◇ Shields

WEAPONS

Light armor proficiency
Simple weapons prof

TOOLS

Charisma	
SPELLCASTING ABILITY	
n/a	SPELLCASTING MODIFIER
13	SPELL SAVE DC
+5	SPELL ATTACK BONUS

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
Level 1	◇◇◇◇		Level 4	◇◇◇		Level 7	◇◇	
Level 2	◇◇◇		Level 5	◇◇◇		Level 8	◇	
Level 3	◇◇◇		Level 6	◇◇		Level 9	◇	

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
1	Ray of sickness	Act	60ft	◇C ◇R ◇M	(Tiefling) 2d8
1	Feather Fall	Re.	60ft	◇C ◇R ◇M	(M.I. Wizard)
1	Dissonant Whisper	Act	60ft	◇C ◇R ◇M	3d6 phy or half
1	Tasha's laughter	Act	30ft	◇C ◇R ◇M	Wis save or prone
1	Arms of Hadar	Act	Self	◇C ◇R ◇M	2d6 nec
1	Detect Magic	N/a	Self	◇C ◇R ◇M	Concentrate
2	Phantasmal Force	Act	60ft	◇C ◇R ◇M	2d8 (int save)
2	Crown of Madness	Act	120ft	◇C ◇R ◇M	Concentrate
2	Misty Step	B.A.	Self	◇C ◇R ◇M	Teleport 30ft
2	Mind Spike	Act	120ft	◇C ◇R ◇M	3d8
2	Detect Thoughts	N/a	Self	◇C ◇R ◇M	Wis save
3	Hunger of Hadar	Act	150ft	◇C ◇R ◇M	Dex save
3	Clairvoyance	Self	1 mile	◇C ◇R ◇M	10 min
3	Counterspell	re.	60ft	◇C ◇R ◇M	better

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

EQUIPMENT

- studded leather armor
- glaive

Magic Item Attunement

◇
◇
◇

COINS

CP	SP	EP	GP	PP

TM & © 2024 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use. Illustrations by Richard Whitters. 670D3898000001 EN